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Overview of Consolidated Financial Results for 1Q (October 2013-December 2013)

Overview of Quarterly Consolidated Financial Results



First Quarter Highlights (Oct. – Dec. 2013)

Consolidated Financial Results ■Entering the Harvest Season

Sales: **43.7** billion yen 12.3 % increase over the same quarter of the previous year excluding FX business

Operating Profit: 4.2 billion yen 2.7 times over the same quarter of the previous year

Ameba Business Quarter Moves into the Black

Sales: **7.9** billion yen **30.9%** increase over the same quarter of the previous year

Operating Profit: 34 million yen increase over the same quarter of the previous year

Internet Advertisement Business ■Expanding Well

Sales: 24.2 billion yen 25% increase over the same quarter of the previous year

Of which, sales of Smartphone Advertisements: 11.3 billion yen

1.7 times over the same quarter of the previous year

SAP and Other Media Businesses ■ Native Games 1.24 billion yen increase over the same quarter of the previous year

Social Gaming Sales: 11.4 billion yen 4.3% increase over the same quarter of the previous year

Of which, sales of Native Games: 5.2 billion yen 30.8% increase over the same quarter of the previous year

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Overview of Quarterly Consolidated Financial Results



Quarterly Consolidated Sales

Sales for 1Q 2014: 43.7 billion yen

(12.3% increase over the same quarter of the previous year excluding FX)



*** The stock of CyberAgent FX, Inc. was transferred in 2Q FY2013, and so is no longer consolidated.

Overview of Consolidated Financial Results



Quarterly Sales from Smartphone

Smartphone Sales: 28.0 billion yen (39.5% increase over the same quarter of the previous year)

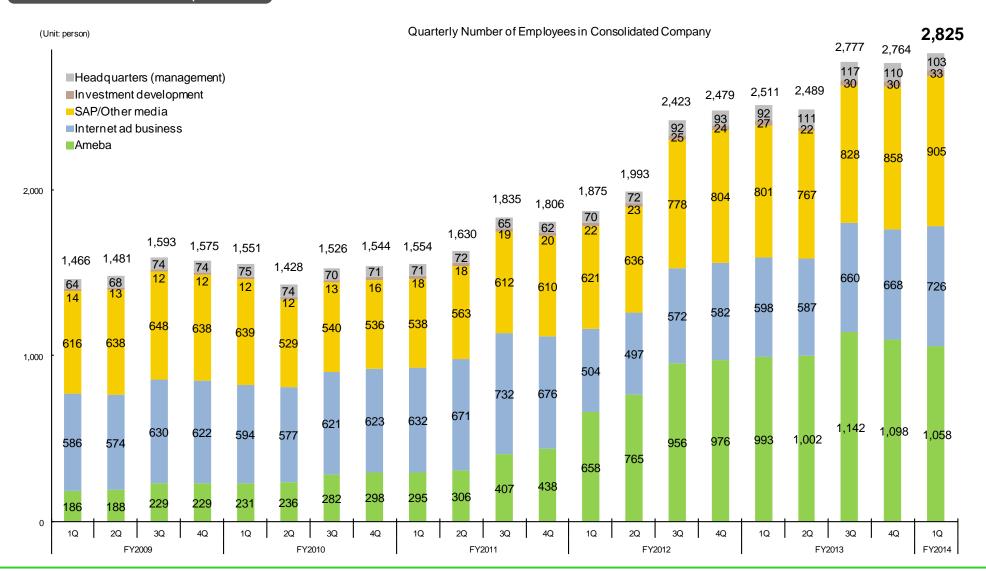


Overview of Quarterly Consolidated Financial Results



Quarterly Number of Employees in Consolidated Companies

Increase of 61 Employees over the previous quarter Employees in Ad Technology Business and SAP Business increased



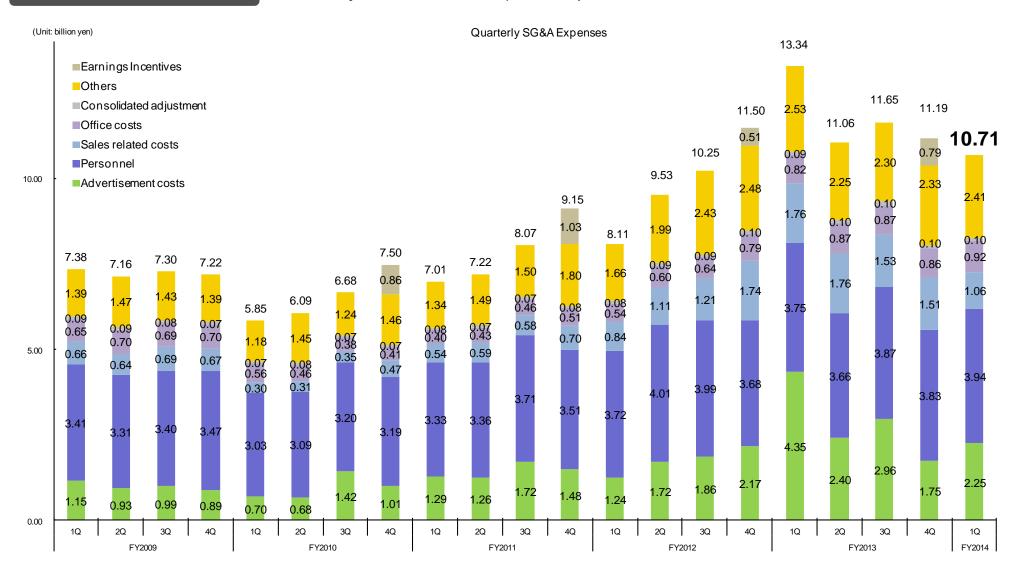
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Overview of Quarterly Consolidated Financial Results



Quarterly SG&A Expenses

Generally a side shift from the previous quarter

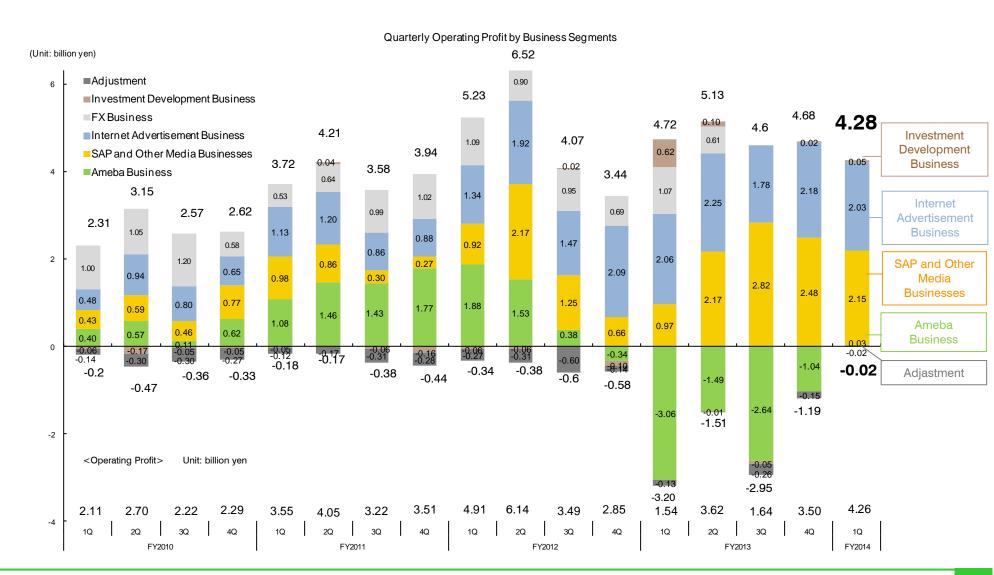


Overview of Quarterly Consolidated Financial Results



Quarterly Operating Profit by Business Segments

Ameba Business Moves into the Black



Overview of Quarterly Consolidated Financial Results



DΙ

Operating Profit **4.2** billion yen (**2.7**times over the same quarter of the previous year)

Operating Profit Margin **9.8**% (**6.0** point increase over the same quarter of the previous year)

Unit: million yen	Oct-Dec 2013	Oct-Dec 2012	Change
Net sales	43,715	40,825	7.1%
Gross margin	14,974	14,890	0.6%
SG&A expenses	10,710	13,346	-19.8%
Operating profit	4,263	1,543	176.3%
Operating profit margin	9.8%	3.8%	6.0points
Ordinary profit	4,323	1,622	166.5%
Extraordinary income	230	6,328	-96.4%
Extraordinary loss	582	1,255	-53.6%
Current net pretax profit	3,972	6,695	-40.7%
Current net profit	2,066	3,251	-36.5%



BS

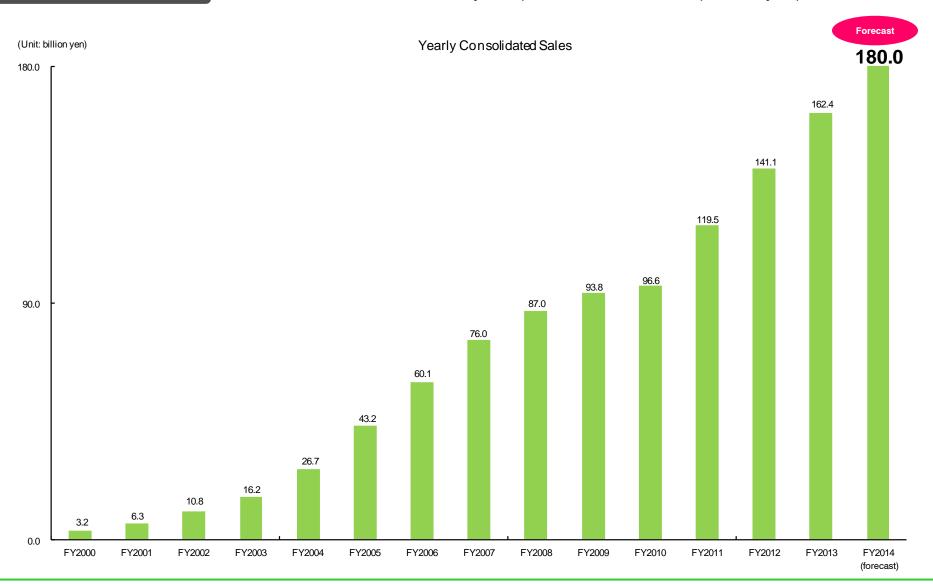
Unit: million yen	End of Dec 2013	End of Sep 2013	Change
Current assets	54,576	60,916	-10.4%
Cash deposits	21,709	28,455	-23.7%
Fixed assets	21,927	20,509	6.9%
Total assets	76,503	81,425	-6.0%
Current liabilities	24,147	29,861	-19.1%
(Income tax payable)	743	6,971	-89.3%
Fixed liabilities	1,003	976	2.8%
Net assets	51,352	50,587	1.5%





Yearly Consolidated Sales

Consolidated Sales:180.0 billion yen (10.8% increase over the previous year)





Yearly Operating Profit

Yearly Operating Profit: 20.0 billion yen (93.8% increase over the previous year)

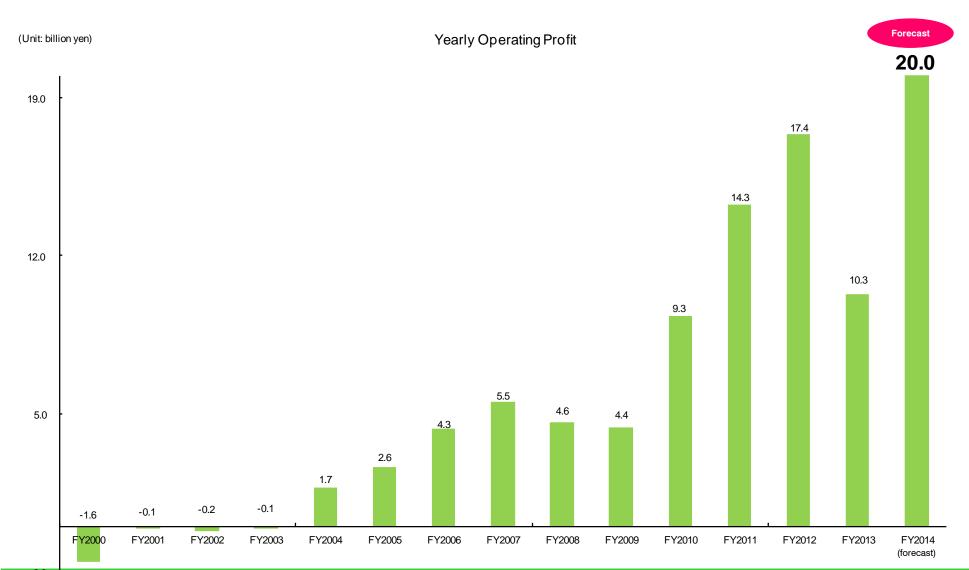
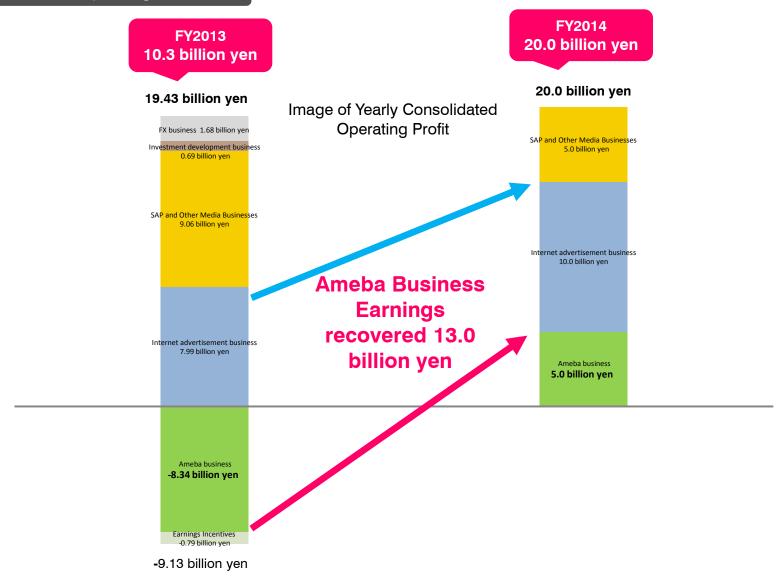




Image of Yearly Consolidated Operating Profit





Progress Rate with Respect to the Forecast for FY2014

Transitioning Favorably

Unit: million yen	Sales	Operating Profit	Ordinary Profit	Net Profit
Forecast for FY2014	180,000	20,000	20,000	10,000
Results for 1Q FY2014	43,715	4,263	4,323	2,066
Progress Rate	24.3 %	21.3 %	21.6 %	20.7 %

Dividend Forecast

Dividend increase for the first time in 2 terms Payout ratio: 24.9%

Unit: yen	Dividend per share	Dividend increase rate (from the previous term)	Total dividend
Estimated dividend for FY2014	40	14.3 %	2.4 billion yen
Dividend for FY2013	35	0 %	2.1 billion yen
Dividend for FY2012	35	0 %	2.2 billion yen



Internet Advertisement Business

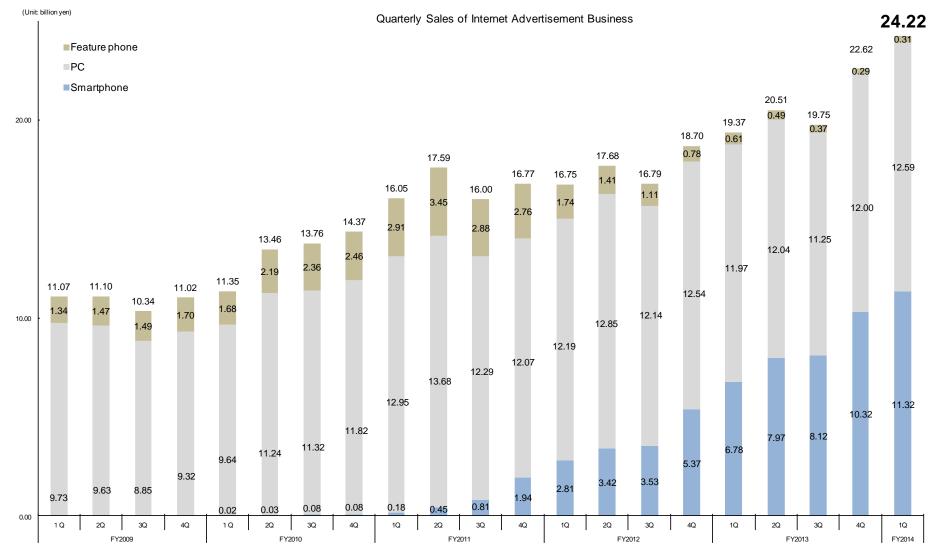
Internet Advertisement Business



Quarterly Sales

Advertising Business is Doing Well Sales: 24.22 billion yen (25% increase over the same quarter of the previous year)

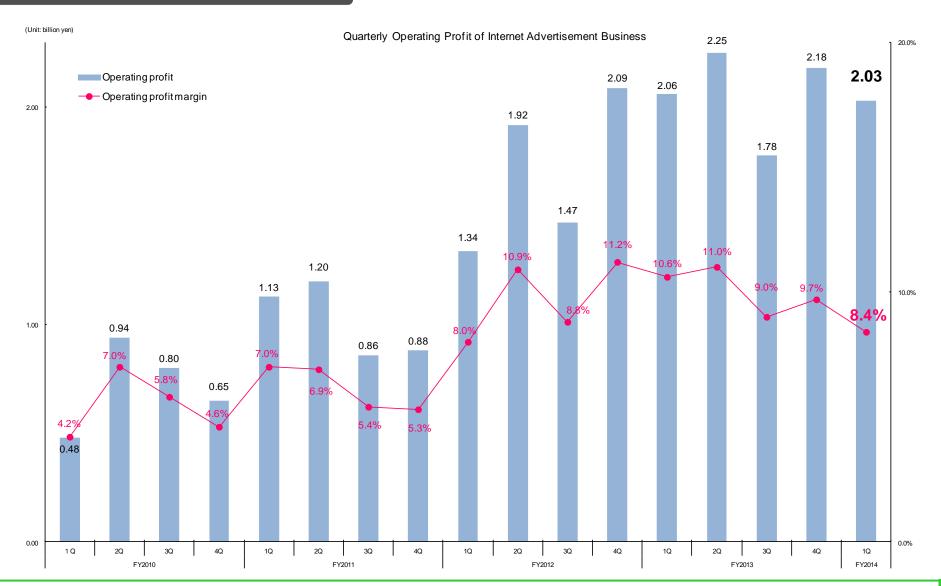
Smartphone Advertising Sales: 11.32 billion yen (1.7 times over the same quarter of the previous year)





Quarterly Operating Profit & Operating Profit Margin

Agency Business Continues at a High Profit Margin





Ad Technology Business Sales: 3.9 billion yen (17.2% increase over the same quarter of the previous year)

RTB Business







■ Smartphone Ad Network Business



■ Smartphone Reward Advertisements



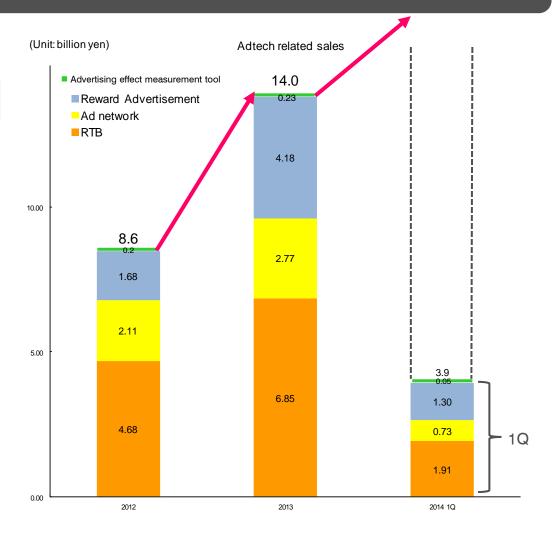
■Internet Advertising Effectiveness Measurement Tools







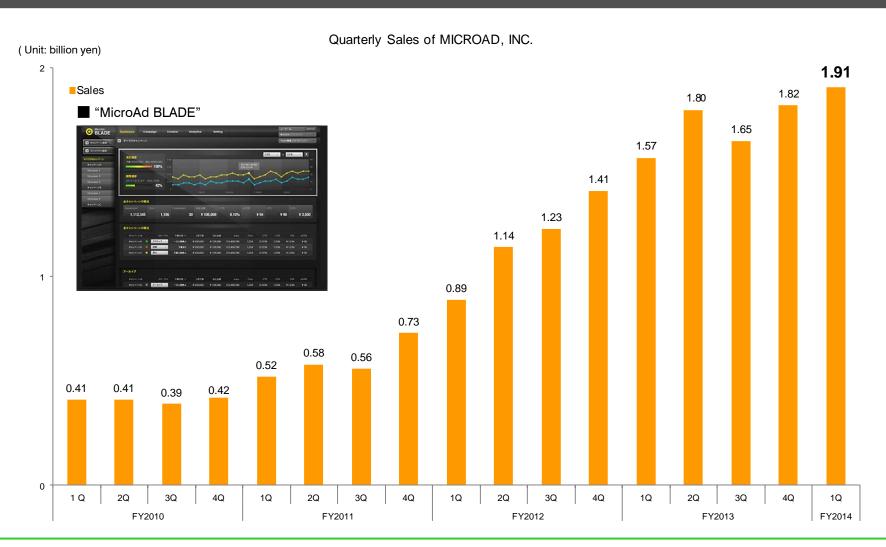






Ad Technology Business

Consolidated Subsidiary MicroAD, Inc. is #1 in the Nation in DSP business





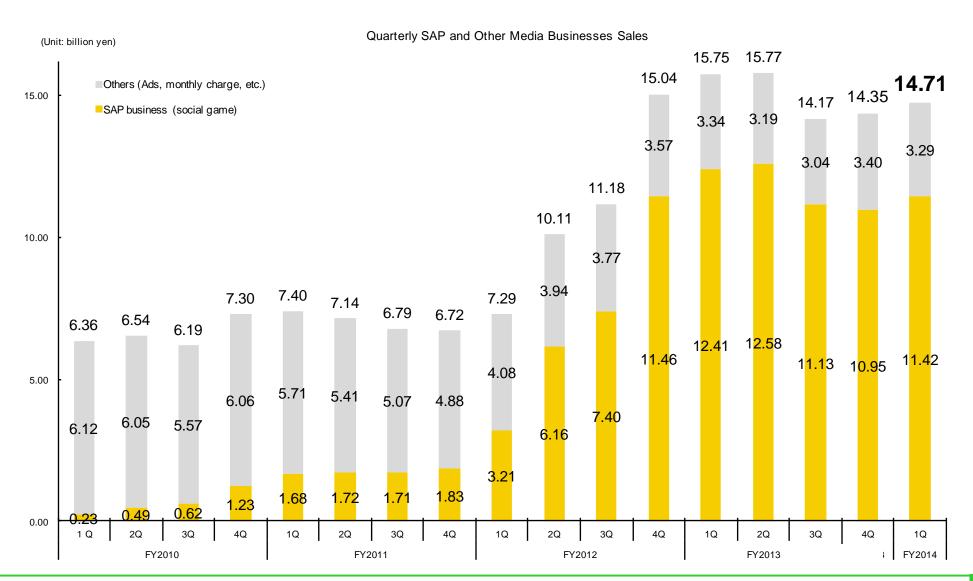
SAP and Other Media Businesses

SAP and Other Media Businesses



Quarterly Sales

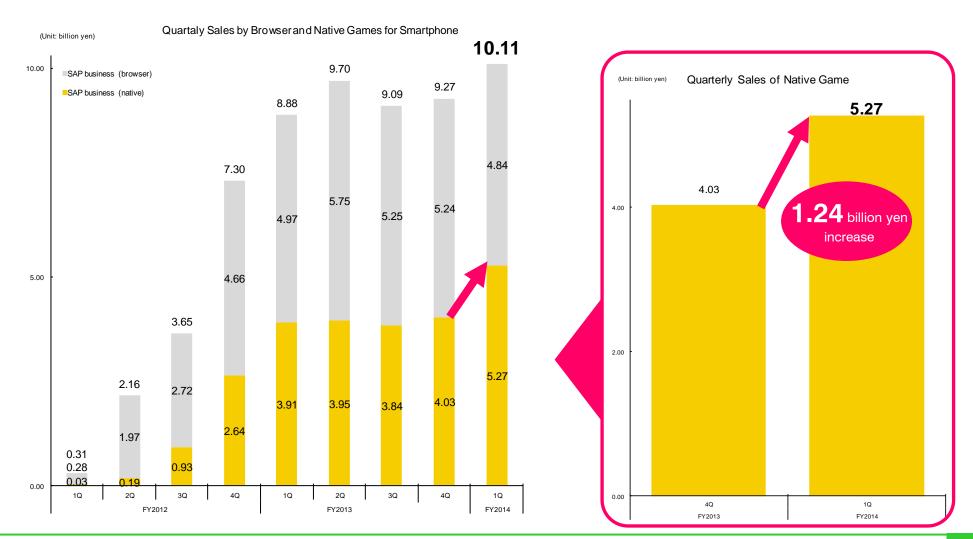
SAP Business Sales: 11.42 billion yen (**4.3**% increase over the same quarter of the previous year)





Quarterly Sales of Social Game

In Native Games, New Titles are pulling, resulting in an increase of **1.24** billion yen over the previous quarter.



SAP and Other Media Businesses



Native games We have 6 titles in the top 50!



ゲーム



[DRAGON QUEST MONSTERS SUPER LIGHT] #2 in Sales Ranking within 2 Days of Release*!!

■ Brand New Product "DRAGON QUEST MONSTERS SUPER LIGHT" Released January 23





4. SAP and Other Media Businesses



22 New Titles Under Development in Native Games





■ "Furyoudo~Gang Road~" Released on February 6, 2012



"Sangokushi Puzzle Great Battle" Released on August 26, 2013

January 20th
4 million DLs

"Chaos Drive" Released on August 14, 2013



4. SAP and Other Media Businesses



6 Browser Games Under Development (Of which 4 are for Ameba)



"Sakatsuku" *** Ameba





Million Brave" **** **GREE**

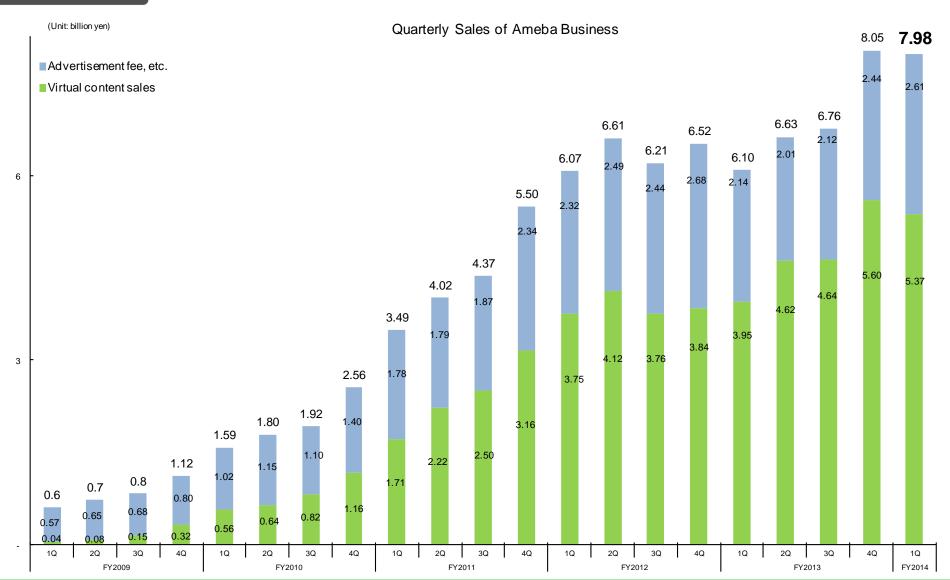






Quarterly Sales

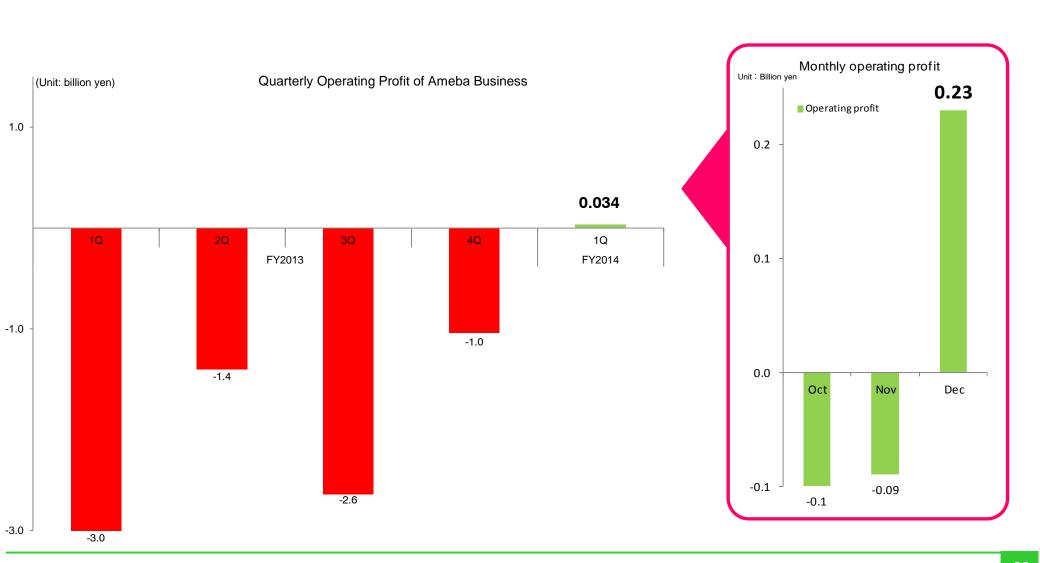
Sales: 7.98 billion yen (30.9% increase over the same quarter of the previous year)





Quarterly Operating Profit

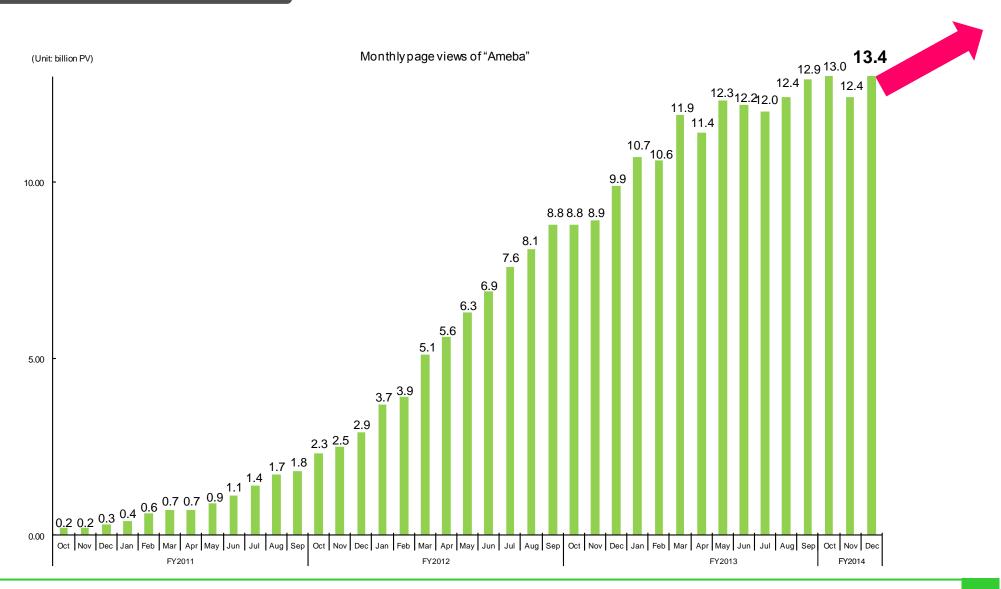
Turnaround in 1Q FY2014! Toward Harvest Season





Monthly Page Views from Smartphones

The adjustment period has ended, now, on the path to regrowth



CyberAgent

Community Services

Monthly unique browsers: 11.01 million*

















Ameba Community

PV ranking in Dec **TOP10**





Kiiteyo! Mirucho





GIRL'S TALK





Ameba Oogiri

4th



Candy

5th



Simplog

6th



Tellme

7th



Pashatto my Pet

8th



Pekori

9th



GIRLS PIC+

10th



24log

As of Jan 29: 40 Services



Games

















Ameba Social Game

Coin spent amount ranking in Dec **TOP10**



Girl Friend BETA



Ter

Tenka-toitsu-





mogg

4th



Tenku no Christaria

5th



Gang Soul

6th



Sengoku SAGA

7th



Farmy

8th



Boy Friend BETA

9th



Girlsho (enish)

10th



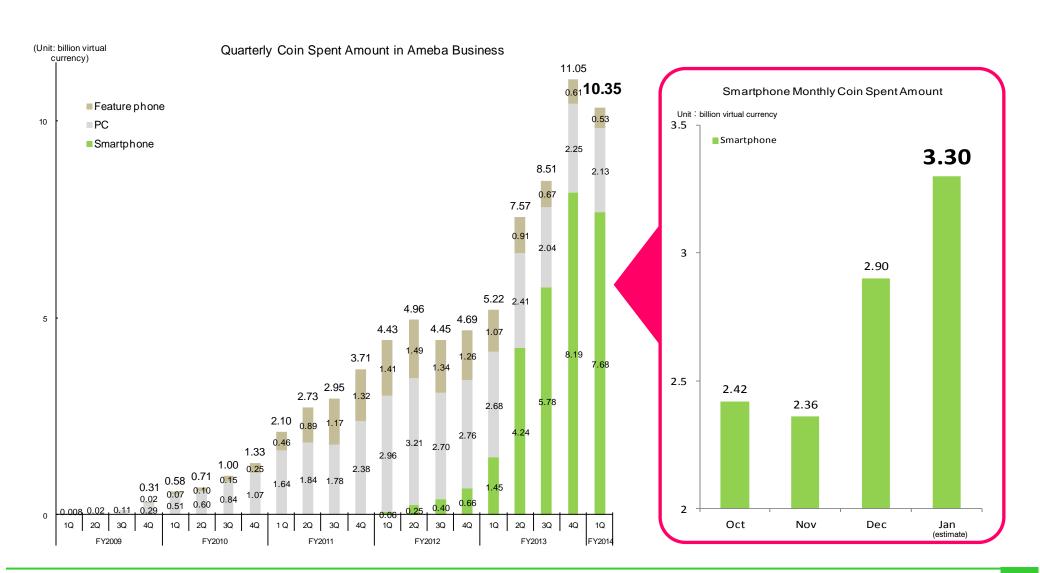
Asonde! HuggPet

As of Jan 29: 76 titles



Quarterly Amount of Coin Spent

There was a temporary setback but, there was a new record high consumption amount in January





Popular Title: Girl Friend BETA

Promising CM Effect! Expected to Smash the Previous Record High Spending of 1.6 Billion in January









Browser Game

October – December, Internal Manufactured 5 Titles Release, 9 Under Development

11 days after release

■ "Boy Friend BETA" Released on December 13, 2013



"Nazzotte Pigg Kitchen" Released on November 19, 2013



"Haripid" Released on December 5, 2013



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Native Game

Monthly Sales Surpassed 100 Million

Native Game
Signs of Breaking 35 Million in the First Month







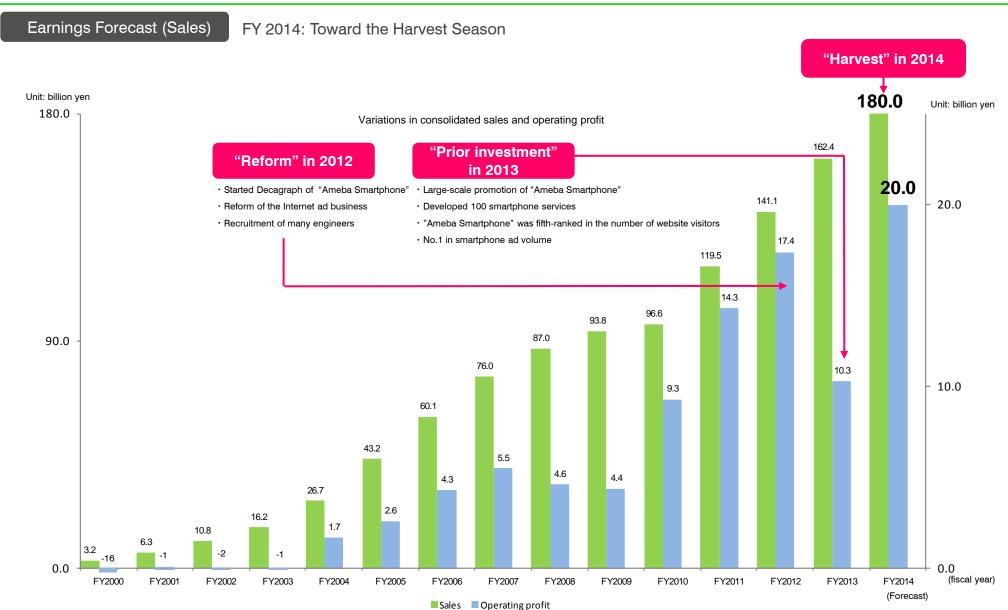
Released on December 13, 2013

3 titles are under development in "Ameba Native Game Studio"



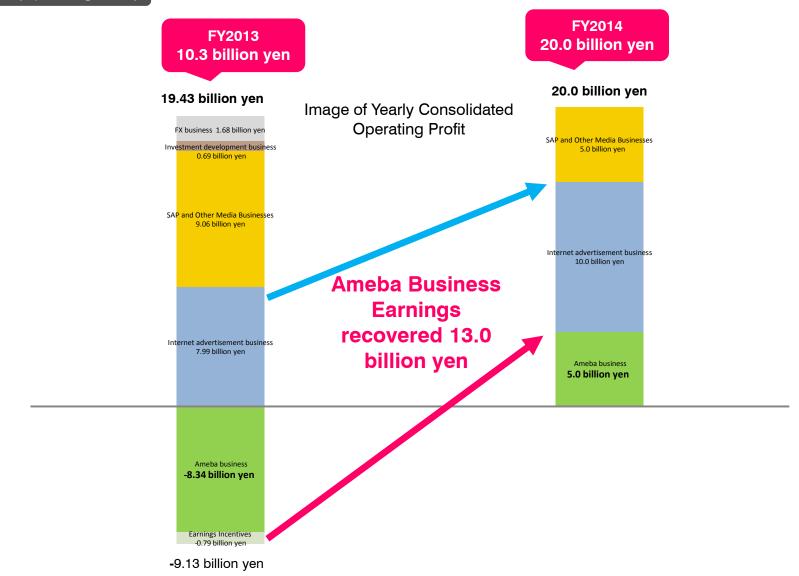
Summary







Earnings Forecast (Operating Profit)





FY 2014

A Company with Smartphone Business of 100 Billion Yen Establish a Position in a Rapidly Growing Market

Ameba Business

Shift to the Harvest Season (13.0 billion yen in earning recovery)

Internet Advertisement
Business

■ No. 1 way ahead of competitors, through smartphone advertisement.

SAP and Other Media Businesses

■ Aim to Develop New Hit Native Games